



GRIMM SUBCLASSES

BRING FAIRY-TALES TO LIFE

A detailed illustration of a dwarf with a large nose and white beard, wearing a green shirt and dark suspenders, sitting on a large, open book. He is holding a smoking pipe. Two mice are visible: one on the left side of the book and one on the right side. The book has a red cover with gold lettering. A red banner with the word 'HOMEBREW' is at the bottom left.

HOMEBREW

BARDIC COLLEGE: COLLEGE OF THE PIED PIPER

ENTRANCING MELODIES

3rd-level College of the Pied Piper feature

As an action, you can perform an entrancing melody that will attract others to your location. Each creature that can hear you within 60ft. of you must succeed on an intelligence saving throw against your spell save DC or become charmed by you until the end of its next turn. Beasts make this saving throw with disadvantage.

A creature that is charmed by you this way must use its movement during its next turn to move in your general direction. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

You can use this feature once per short rest.

IRRESISTABLE

6th-level College of the Pied Piper feature

Your melodies have become very hard to resist. Humanoids make saving throws against your *entrancing melodies* feature with disadvantage. In addition, a creature that is immune to the charmed condition can be charmed by this feature but makes the saving throw with advantage.

WILLESS

14th-level College of the Pied Piper feature

Listening to your melodies makes others to willless souls, ready to do your bidding. Creatures that are charmed by your *entrancing melodies* feature will now move into obviously dangerous ground without regards to their own safety.

In addition, you can expend one use of your bardic inspiration at the start of your turn to get one additional use of your *entrancing melodies* feature.



SORCEROUS ORIGIN: RAPUNZEL'S HAIR

HAIRY SPELLS

1st-level Rapunzel's Hair feature

You learn additional spells when you reach certain levels in this class, as shown on the Hairy Spells table. You always have these spells prepared. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

BIOLUMINESCENT SPELLS

Sorcerer Level	Spells
1st	<i>cure wounds, entangle</i>
3rd	<i>lesser restoration web</i>
5th	<i>mass healing word, revivify</i>
7th	<i>death ward, grasping vine</i>
9th	<i>arcane hand, greater restoration</i>

MAGICAL HAIRSTYLE

1st-level Rapunzel's Hair feature

Your hair serves as a magical extension of your body. It can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. You can also cast spells through your hair that require you to touch a creature. It has a range of 10ft. that increases as you gain levels in this class. To 20ft. at 6th level, to 30ft. at 14th level and to 40ft. at 18th level.

FIRM GRIP

6th-level Rapunzel's Hair feature

You have enough control over your hair to use it like a living rope. You learn the *mage hand* cantrip and you can cast it as a bonus action. In addition, you can use your bonus action to try and grapple a creature that is within reach of your hair. Instead of a Strength (Athletics) check you can roll for a melee spell attack when trying to determine your success. To escape your grapple a creature must meet your spell save DC.

HEALING POWERS

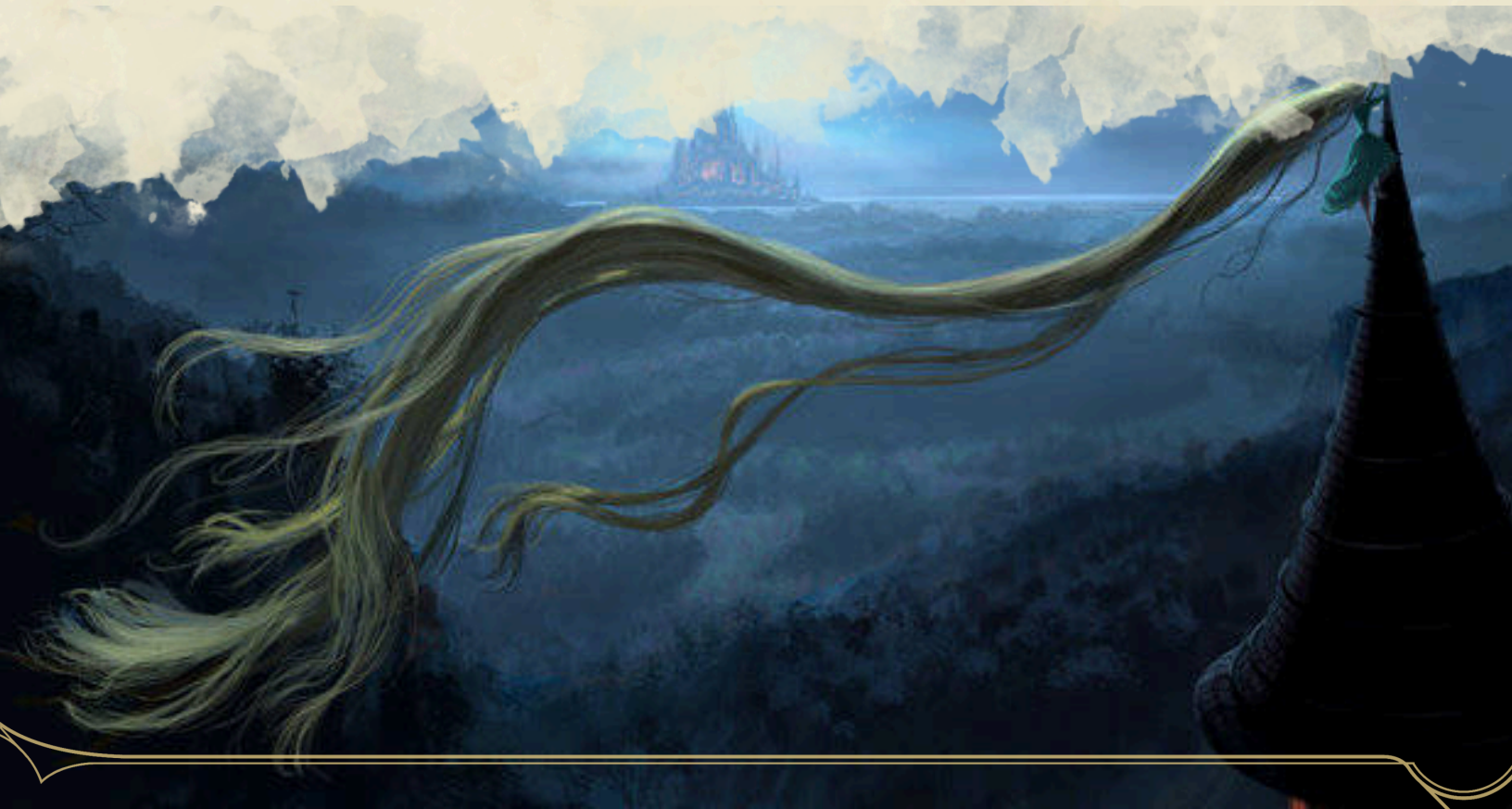
14th-level Rapunzel's Hair feature

The magical touch of your hair is soothing to others. Whenever you roll dice to heal a creature, you can treat any roll lower than three as a three.

BRAIDS

18th-level Rapunzel's Hair feature

Your hair can be everywhere as it ever continues to grow. You can touch multiple creatures at once as long as they are within range of your hair. When casting a spell that would require you to touch a creature, you can touch **one** additional creature and cast the spell on both creatures. This still costs you two spell slots but allows you to cast two spells with one action.



WARLOCK PATRON: THE RUMPELSTILZCHEN

TRUE NAME

1st-level Rumpelstilzchen feature

You have a name you give the public - and you have a name that no one else must know. You might sometimes sing it while dancing around the fire. But only when you are absolutely sure that no one is there to hear.

You learn the *create bonfire* cantrip and you get proficiency with Charisma (Deception) checks.

TONIGHT, TONIGHT MY PLANS I MAKE

1st-level Rumpelstilzchen feature

You have been granted the ability to forge powerful contracts that can only be broken by a creature learning your true name. As a bonus action, you can force a creature to succeed on an intelligence saving throw against your spell save DC, or enter a contract with you. A willing creature can choose to fail the saving throw. Any creature that agrees to a deal you propose with a handshake also automatically enters a contract with you.

A creature can only break a contract with you by uttering your real name as an Action. You can also use an Action to end a contract.

A creature that has entered a contract with you makes attack rolls against you with disadvantage and it makes saving throws you force it to make with disadvantage. You also have advantage on charisma checks to interact socially with the creature. You break the contract if you damage the creature.

If a creature succeeds on the saving throw, it becomes immune to this feature for 24 hours.

STRAW TO GOLD

6th-level Rumpelstilzchen feature

You have learned how to spin straw to gold. You can spend a long rest turning a 5ft. cube of straw into gold worth 100GP. If you do so, you'll get one point of exhaustion after the long rest, but you will still recover Hit Points.

Alternatively, you can offer another creature to spin straw to gold for them this way. If they agree, they automatically enter a contract with you.

SIGN HERE

6th-level Rumpelstilzchen feature

You can put something on the line, when forging a contract. When a creature willingly or unwillingly enters a contract with you, you can choose one of the following effects to take place as long as the contract is active:

- when either one of you hits the other with an attack roll, it is considered a critical hit
- you both lose the ability to regain any Hit Points as long as the contract is active
- you can both no longer use any reactions
- you learn their alignment and one of their darkest secrets, and they learn your true name

THREE DAYS

10th-level Rumpelstilzchen feature

Sometimes it can be fun to spice up a contract a bit by putting a timer on it. When a willing creature enters a contract, you can force it to make an intelligence saving throw against your spell save DC. On a fail, you can let that contract last three days. This contract remains active even if you damage the creature. Before the end of that time period, the creature must learn and utter your true name. If it doesn't, the creature is magically forced to give you *one* thing it owns. This can be a weapon, a building, a pet, or anything of the sort.

YOU WILL NEVER WIN THE GAME

14th-level Rumpelstilzchen feature

You have become a master at subterfuge and manipulation. You can cast *suggestion* at will on any creature that has entered a contract with you.



CREDITS

These subclasses were created by "The Baster".

ART CREDITS

Ole Lukoje by Gellihana-art

The Pied Piper by gavinodonnell

Look at the world so close... by papayabanana

20200917 by Klaufir

The Land of Beasts by nina-Y

FUTURE SUBCLASS IDEAS

- The Beast (Barbarian)
- Merida (Ranger)
- Evil Queen (Wizard)
- Puss in Boots (Rogue)
- The Brave Little Tailor (Fighter)

